MANUAL

BATTLE ISLE

Blue Byte

CONTENTS

LOADING INSTRUCTIONS FOR AMIGA

SYSTEM INFORMATION :

Battle Isle runs on Amiga 500, 1000, 1500, 2000, 2500 and 3000.

IMPORTANT : Before loading Battle Isle for the first time, make a back up copy of the game disks using AMIGA DOS (See Amiga manual).

If you have an Amiga 1000, turn the computer on, then load Kickstart. Battle Isle runs on Kickstart 1.2 or higher.
Battle Isle is on three disks. The first disk contains the introduction and the hard disk installation program. You can skip the introduction sequence, and insert the second disk in the internal drive to load the game directly.

At the Workbench prompt, insert the first or second Battle Isle disk in the internal drive. If you have a second drive, you can insert the second or third disk in this drive. This will keep you from having to change disks.

Memory Configuration :

Chip-ram is the memory installed by Commodore in your Amiga. Fast-ram is the memory added by the user (memory extension), or in certain cases by Commodore (Ex : The Amiga 2000, Workbench 1.2, have 512 Kbytes of Chip-ram and 512 Kbytes of Fast-ram). To see which type of memory your Amiga has, use the « AVAIL » command in Amiga Dos (See your Amiga manual).

If you have :

512 Kbytes of Chip-ram : The game will not use all the sound effects possible.

— 512 Kbytes of Chip-ram + 512 Kbytes of Fast-ram : The game will not need to access the disk as frequently as in the previous configuration.

— 512 Kbytes of Chip-ram + 1 Mbyte of Fast-ram : Disk changes will be minimized, and going from the game to the menu will be faster.

To make Battle Isle load faster, you can deactivate fast-ram. To do so, keep the left mouse button pressed while the game is loading. As soon as the screen turns black, you can release the button.

HARD DISK INSTALLATION :

NOTE : You need at least 512 Kbytes of Fast-ram, in addition to the 512 Kbytes of Chip-ram installed in your computer, to run Battle Isle from a hard disk. If you only have 512 Kbytes of Chip-ram, you should run Battle Isle from floppy disks. Battle Isle will only run if you have 400 Kbytes of Chip-ram free.

Make sure that you have enough free memory available. If you only have 512 Kbytes of Chip-ram and an external drive, turn the computer off or unplug it (See your Amiga manual).
If this operation is not enough, close all windows before running Battle Isle. To use the game : open the directory containing the game, move the Battle Isle icon to the workbench screen and close all the windows. Run Battle Isle by double clicking on the program icon.

INSTALLATION :

1. Boot your Amiga from the hard disk, as usual. At the workbench prompt, insert the first Battle Isle disk in one of your drives. If you have a second drive you can insert the second disk in it.

2. Open the disk by clicking on the icon disk. Two icons now appear : the main program and ‹ INSTALL ›, the installation program.

3. Run the installation program by double clicking on the installation icon.

4. Two options appear in the installation window. Enter the name of the drive used in the top option (usually DF0 the default choice). If the disk is in one of the external drives, type in the name. (DF1:, DF2:, DF3:...). Press the ‹ return › key to confirm your choice.

The bottom section of the window is the target drive. The hard disk default choice is HD0. If you want to install Battle Isle on another partition, enter the name here.

To install Battle Isle in a directory, type the directory name after the drive name. If the directory already exists, Battle Isle will automatically be installed. If it doesn't exist, the directory will be created.

To install Battle Isle in a sub-directory, separate directory names with a "/".

After checking the options, you can proceed with the installation. The installation program has two options "PACKED" and "UN-PACKED" (1 and 2). The first option installs the program with packed files. The program will use less disk space but loading time will be a little longer.

The second option installs the program unpacked on the hard disk, which decreases loading time. Battle Isle takes approx. 5 Mbytes of hard disk space.

The last option quits the installation program.

5. If you do not have an external drive, you will be prompted to change disks when necessary.

A message will notify you when installation is completed successfully.

If installation is not successful, try to find out why an error occurred before installing again. There are several errors which might occur:

a. You may have given incorrect information in the installation window: make the correction and begin the installation from step 4.

b. Cannot write on the hard disk: there may be corrupt sectors or information on the hard disk. See your hard disk manual to correct the error and start again from step 1.

c. Cannot write on the hard disk: Not enough room on the hard disk. Delete any unnecessary programs. You need 3 Mbytes (packed) or 5 Mbytes (unpacked) to install Battle Isle.

d. The data cannot be read from the Battle Isle disk: Your disk may be faulty. Call your dealer or Electronic Arts or use your backup copy.

6. If the installation is successful, you can begin playing Battle Isle. Any personal data you save will be saved on the hard disk.

Battle Isle supports 68020/68030/68040 Turbo cards.

LOADING INSTRUCTIONS FOR ATARI

SYSTEM INFORMATION

Battle Isle runs on ATARI ST 520, 1040, STE 520, 1040, MEGA ST2, MEGA ST4 and MEGA STE.

WARNING !!! Before loading Battle Isle for the first time, we suggest you should make a backup of the game disks, preferably using the Desktop (See ATARI ST manual).

Turn on your computer and insert the first Battle Isle disk in the internal drive. Battle Isle will run automatically. A message might appear asking you to insert the second or third disk. If your computer has more than 512 Kbytes the disk swapping will be less frequent.

HARD DISK INSTALLATION

IMPORTANT : You can only install the program if your ATARI has at least 1 Mbyte of memory.

Please follow these instructions.

Step 1:
Boot your computer as usual from the hard disk and insert the first Battle Isle disk in one of your drives.

Step 2:
Open the desired target drive (usually C) then create a directory which will contain Battle Isle.

Step 3:
Open the drive corresponding to the Battle Isle disk.

Step 4:
Copy all the files onto your hard disk as you usually do with other files. If this is a problem for you, refer to your ATARI ST manual.

Step 5:
After having copied all the files from the first disk, remove it and insert the second.

Step 6:
Copy all the files of the second disk into the same directory then do the same operation with the third disk.

Step 7:
You can now run Battle Isle from your hard disk. All the data you will save will be copied onto it and loaded from it.

LOADING INSTRUCTIONS FOR IBM PC AND COMPATIBLES EGA/VGA.

Before you play Battle Isle, you need to install it on a hard disk or floppy disks. The installation program ‹ INSTALL › is on the first disk.

Please follow these following instructions carefully.

Step 1 :
Turn on the computer and let it boot as usual.

Step 2 :
Once the booting process is over, insert the first Battle Isle disk in one of your drives.

Step 3 :
Type the letter of the drive followed by a colon (ex : A :) and press the RETURN key.

Step 4 :

Type ‹ INSTALL › and press the RETURN key.

Step 5 :

Once Battle Isle has loaded, you can proceed with the installation. Indicate your choices using the mouse or the keyboard. The mouse must be Microsoft compatible. If your are in doubt, refer to your mouse manual.

The available target drives are displayed in the left window. Both hard and floppy disk drives and their capacities are represented. Choose the appropriate drive. The version of Battle Isle being installed is indicated in the middle window : the most appropriate configuration will be chosen automatically.

If you install Battle Isle on a hard disk, you can choose one of several versions. Only one version at a time can be chosen for installation on a floppy disk.

The other two windows display the progress of the installation and will prompt you when disk changes are necessary. Follow the instructions on the screen carefully.

Step 6 :

When the installation is complete, run Battle Isle by typing « BI » followed by RETURN. Battle Isle will automatically detect and adapt to your PC's configuration. To impose a specific configuration onto Battle Isle, type your options after the name of the program followed by a blank space :

/EGA = Runs Battle Isle in 320 × 200 resolution in 16 colors if EGA mode is supported by your graphic card.

/VGA = Runs Battle Isle in 320 × 200 resolution in 256 colors if VGA mode is supported by your graphic card.

/ADL = Indicates that you are using an AdLib or AdLib compatible sound card. This card must be correctly installed in your PC. See your sound card manual.

/SND = to only use the internal PC speakers.

If, for example, you want to run Battle Isle in EGA mode with AdLib sound, type in the following command and press RETURN :
BI /EGA /ADL

The options will only work if you choose them in the installation program.

If the message « Not enough memory » appears, check your computer configuration. Remove any resident programs which take up too much memory.

If the message « File not found » appears before or during the game, install the game again. A file wasn't installed correctly, perhaps due to a computer malfunction.

If you get any other error messages, contact your dealer or Electronic Arts.

INTRODUCTION

Battle Isle is a strategy war game not unlike chess. The rules of
Battle Isle are flexible, which will help the beginning strategist,
without sacrificing the complexity and difficulty of the game.
As in chess, you must move a variety of pieces (units) with
different characteristics over the playing field.
Your objective: To destroy your opponent.

To do so you can either invade the enemy's headquarters or
destroy all the enemy's units. You must take into consideration
the characteristics of each unit as well as the geography of the
paying field.

Battle Isle is a realistic representation of modern war. All the
elements of a modern war, from the construction of depots to
the repair and production of new units, and well as the supply
of raw materials, play important roles in Battle Isle. You can
play against a human or computer opponent. There are 32
unique maps to conquer. Add-on scenario disks containing new
maps and additional units are already under development and
will be available soon.

OVERVIEW

Battle Isle can be played by one or two players. Each player can take an active part in the manœuvre at any time in the game. The game has two alternating phases: a MOVEment phase and an ACTION phase. The first player begins the game in the movement phase, while player two begins the game in action phase (usually the attack phase). In the next turn the phases are swapped, and so on).

Each player represents the « Chief of staff », meaning that you give the orders, i.e. do the strategic planning for your armies.

The action is carried out when both players have completed their turn and asked for a change in phase.

In Battle Isle, strategy and tactics, not brute force, determine the winner.

THE MANUAL

The weapons Handbook contains a picture and description of each unit. In addition to the functional descriptions, the Manual also offers strategic advice for the deployment of individual units. Information about units is displayed using the icons pictured. Using the information provided by the icons will greatly enrich and improve your game.

Symbol or the strategic information

THE MENU

The Main Menu

The BATTLE ISLE main menu appears after the game has loaded.
Use the joystick to move to and click on the option desired. The
main menu options are:

Start   : to start or continue a game.
Options : Sub-menu (see below).
Disk   : To load a previously saved game.
Exit   : To quit the game.

The Options Menu

Mapcode :
To choose a map by entering the corresponding code. Confirm
your entry by pressing RETURN. You will be given new map
codes each time you successfully complete a map mission .

Setting : Sub-menu to set game parameters.

Player : To choose your opponent (HUMAN or COMPUTER).

Note

Two player maps are only available when playing HUMAN / HUMAN.

OK : To return to the main menu.

The setting Menu:

All shops/hide shops :

ALL SHOPS give both players access to information on all buildings. HIDE SHOPS prevent you and your opponent from looking in each other's buildings.

No limit/4,8,16 turns: To choose the number of turns in the game. If you choose a limited number of turns, the player who has the most units in the last turn wins.

Palette : To change unit colors from Red and Yellow to Green and Blue.

OK : To return to the main menu.

The disk Menu:

Load : To load a saved game. Choose the saved game using keys 0 to 9.

Battle : To load new maps from the add-on scenario disk

Rating : To display the four best scores for a given map.

Ok : To return to the OPTIONS menu.

During the game these options are also available:

The D key: Saves the current game. This option can only be used when both players have asked for a change in phase

The E key: toggles the sound effects off/on.
The S key: toggles the music off/on.
The ESC key: to quit the current game.
To quit, confirm this command by pressing the Y key.

THE SCREEN DISPLAY

The game screen is divided into two halves so that each player can move and scroll around the map independently. Only part of any one map is displayed at a time. (To see the entire map, use the global view function). The left half of the screen is player one, the right half is player two. When battles are engaged, or buildings taken, one half of the screen will show the location of the action, while the other half will display the action taking place. The status line at the bottom of the screen displays valuable information about the actions of your units and those of your opponent, as well as the number and experience level of your units. This status line will also indicate any errors.
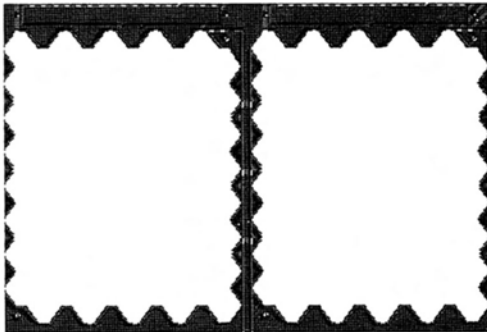
Normal cursor

Exit cursor

Cursor to access to the global view map

THE BATTLE COMMANDS

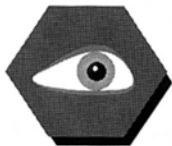Battle Isle commands are executed with the joystick, using the cursor command functions listed below.

The cursor appears in hexagon form on the map (highlightning one of the land hexagons). When you press the joystick fire button, the exit symbol ‹ X › appears in the cursor limits. Keep the button pressed and move the joystick in one of the 8 possible directions to access the command functions. Each command function has a unique cursor symbol. Depending on the phase (ACTION or MOVEMENT) the cursor will indicate possible comands.

The Command Functions are:

1. The Eye: Displays an overview of the entire map.
Position the cursor, press the fire button and move the joystick to the right. This global view function lets you assess your present situation, as well as that of your opponent, move quickly to a new location, and determine wich units have not yet been given orders in that turn.

All roads are indicated in white. Examine the road network carefully to determine direct routes. The units are shown in their respective colors. Units turn black when they have been given orders: this lets you check quickly if you have engaged all possible units in that turn.

The buildings are also in black on the map. The headquarters are represented by a small white H.

To move to a new location, move the square cursor to the desired area and press the fire button.

NOTE/ When you see a map for the first time, you should study the situation carefully using the global view. Look into all buildings and transport units before making a decision. Only a large-scale strategy will lead you to victory.

2. The inventory: The ‹ I › displays the inventory of a building or unit. This function can only be used when the cursor is positioned over a building or transport unit. Use this function to evaluate the contents of a building or unit. Position the cursor over the building or unit you wish to inventory. Press the fire button and move the joystick to the left.

3. Information: The ‹ ? › provides information. Depending on your location, either over a unit or on the general battlefield, this function will provide you with unit-specific or general battle information. Position the cursor, press the fire button and move the joystick down (toward you).

4. The MOVE command (crossed arrows) is accessible in the MOVEMENT phase when the cursor is positioned on one of your units. Use this function to order the unit to move.

The route your unit will take then appears on the screen.

5. ACTION - the ‹ ! › represents the action command. It is accessible in action phase when the cursor is positioned over one of your units. This function commands your unit to enter action. This order usually corresponds to an attack order against an enemy unit.

Cursor to look inside a building or a unit

Cursor to obtain additional information

Cursor to move units

As when you are moving a unit, the possible attacks are displayed on the screen.

6. Changing phases (two way arrow). The two way arrow indicates that you have completed your turn and want to move to the next phase.

7. Wrench is accessible when you are studying the contents of a building and you are in action.
It shows that you want to leave the unit which is located under your cursor.

8. The hammer is accessible only when you are inside the building. By validing the option you can create new units.

Cursor to do an action	*Cursor to change phases*	*Cursor to separate a unit*	*Cursor to create a new unit*
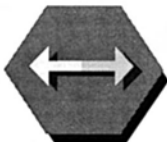
THE GLOBAL MAP
(ACCESS THROUGH THE EYE)

This map has loads of useful information for your strategic plans.

All the roads are represented in white, which lets you have a global look at the road network and at the fastest routes. The units are shown in their usual color. They turn black when you give them orders. This let's you check quickly if you have engaged all the possible units. The buildings are also in black on the map. The headquarters are represented by a small white H.

The global map lets you quickly access a precise area on the terrain.

Move the square pointer on the desired area and press the fire button.

Note: When you see a map for the first time, you should study with care the situation using the global view. Look anyway in the buildings and transporters before taking a decision. Only a large-scale strategy will lead you to victory.
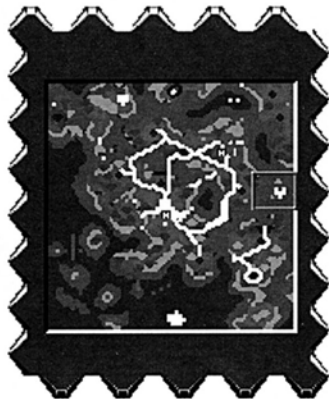
MOVING UNITS (CROSSED ARROWS)

To move a unit, position the cursor over one of your units. Press the joystick fire button and move the joystick away from you (up): the move symbol will then appear. When you release the fire button the range of the unit and possible destinations will be highlighted.

Position the cursor on the desired destination and press the fire button again. The route your unit will take then appears on the screen. Press the fire button a second time to move the unit to the desired destination. Make sure the cursor is positioned on the destination square when you press the fire button the second time!

The range of the unit will appear again on the screen and you will have to choose again a destination. As soon as you have moved your unit, the computer clocks the moving function (black stripes

Indicate that a unit can move on a defigned area

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on the unit tell you that it's clocked).

You can also get units out of buildings or transporters. Verify first the content of the building or transporter using the « INVENTORY » command.

To leave just move the unit.

The range of units moving out of buildings is limited, as conveying the troops to the battle field takes time. After moving a unit out, you will remain in inventory mode. To leave the building, use the exit (« X ») command.

Buildings, like transport units, are represented on the map by target squares when you are within the range. Choose a building as your destination and your unit will go into the building and transport unit.

KEEP IN MIND that your actions are only planned: your movements will not be executed and your units will not arrive at their destination until the change in phase. In fact, your unit may never arrive if your opponent destroys it before the next turn.

HINT: Short range (esp. infantry) units should be moved with transport units. Move the unit into a transport unit which has not been moved in that turn, and then move the transport unit. Moving units into a transport unit which has already moved in that turn is not possible.
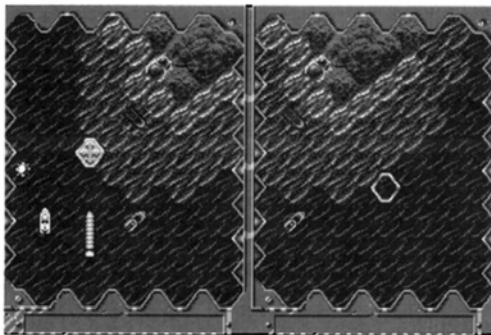
ACTION

Position the cursor on one of your units and press the joystick fire button. As soon as the exit symbol appears on the cursor, move the joystick away from you (up): the exit symbol is replaced by an exclamation mark. Release the fire button to see the targets in your range. Possible attack targets will be highlighted. Choose the desired target by placing the cursor over the target and pressing the fire button. When the unit records the target it is not possible to use this unit again once the target is valided.

Certain units can not be used for attack. A transport plane, for example, can reply to an attack, but can not be used as an attack unit. You usually need to attack an opponent unit several times before destroying it. This can be done in one turn, using several of your units, or in several turns.

All the targets in range a unit are on the screen

The Depot builder is a special unit. Instead of attacking enemy units, it builds depots. This is done the same way you attack a unit. Potential building sites (instead of targets) are highlighted.

A Depot builder can only build half a Depot at a time. Either the Depot is built in two turns or two builders should work together. It is often necessary to attack the enemy unit several times before destroying it. During a large confrontation, it is often difficult to determin units which have already been used to attach an enemy unit.

If you place the cursor on one of your units which is already engaged in battle, the target recorded by this unit will appear on the screen surrounded by a hexagon.

REPAIRING UNITS

Content of a building or a transporter

Repairing units (wrench). The wrench is accessible in the action phase. Use it to repair damaged units in any building.
Position the cursor over the building containing damaged units and press the fire button. Move the joystick left to the inventory symbol.
Position the cursor on the unit to be repaired, move the joystick down (toward you) and press the fire button. The unit will then appear with black stripes. The unit cannot be used while under repair.
Repairing damaged units uses three units of energy, regardless of how serious the damage may be, with the exception of the Depot builders. If you do not have enough energy in the building, an error message will appear.
Repairing units is an important strategic point. It is especially useful to repair very strong units so that enemy can increase its effectiveness in battle by increasing the amount of battle experience gained.

PRODUCING UNITS

Producing units (hammer). The hammer is also only used inside buildings during the action phase. Use this function to produce new units in the factories.

As when repairing units, you must first inventory the factory. Then position the cursor on an empty square reserved for a unit. Press the fire button and move the joystick left. The hammer (production symbol) will appear.

Release the fire button, to see which units can be produced with the energy available. On some levels, certain units can not be produced even if sufficient energy is available.

Choose the unit to be produced with the cursor, press the fire button, then move the joystick left while keeping the fire button pressed. Released the fire button.

The chosen unit will appear covered with black stripes. The unit can be moved out of the factory in the next movement phase.

CHANGING PHASE
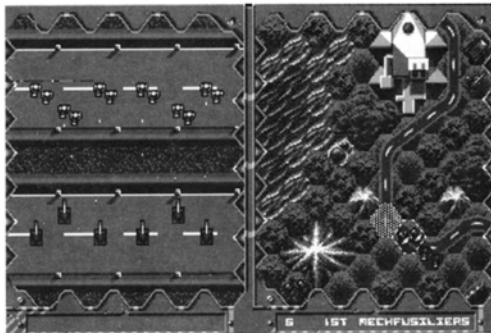
The battle progression after the changing phase

After having made your tactical selection you must move on to another phase of the game. Place your cursor on an area not occupied by a building or transporter.

When you press the joystick button while moving the joystick to the left, you see a two headed arrow appear. The symbol means that you must change phases. Release the joystick button to valid your choice. If you realise you have forgotten to program some tactical choices, press the joystick button to cancel the changing phase. The computer, will only accept the changing phase when the second player has also asked the final confirmation which is valided by pressing the space-bar.

LOADING AND SAVING GAMES

Since most of the maps in Battle Isle take several hours to complete, we have provided a loading and saving function.

LOADING

To load a game, go to the main menu, then to DISK menu and choose the « LOAD » option. Then, you will have to choose a saved game between 0 and 9. For this, press the corresponding key. The program will ask you to insert your save game disk. Insert the disk, in the internal drive, then press any key. After a few seconds, your saved game will be loaded.

SAVING

To save the current game, both players have to change modes. DO NOT press the space bar, press "D" (Disk) key.
The prompt will then ask you to type in a figure from 0 to 9. You may have to insert a new disk. The program will recognise the correct disk automatically.
If you have installed Battle Isle on a hard disk, you will not be asked to insert a disk when loading or saving. But if you are using an Amiga, you will always have to insert the correct disk. If you have loaded the game on a computer with more than 512 kbytes RAM, your Save game disk must be formated with AMIGA-DOS and named Bi4. If your computer only has 512 kbytes, use a new unformated disk to save your game. Be sure to follow the correct procedure, otherwise you will save your games on the Battle Isle disk.

STOP

THE BUILDINGS

There are three main types of buildings. Headquarters, Factories, and Depots. All of which serve a variety of functions. All buildings should be supplied with energy to repair or produce units. The energy units represent all raw materials.

They consist of strategic targets of the highest important and you should try to take then as quickly as possible.

Even if a building is under the control of your enemy you should try to take control of it. Only the soldiers are able to occupy buildings, thus, you should protect your infantry as necessary because without infantry you cannot occupy enemy buildings or defeat the enemy by taking its headquarters.

If you want to attempt to attack a depot or an enemy unit, you must prepar your attack carefully. In most cases the enemy has advantage in that it can repair its units immediately. A superior number of forces during attack will usuall lead to success. However the experience of your troops are often more effective than a large number of "rookies". The location of a structure is also very important because a depot or a factory not accessible from any sides is often inevitable if your enemy is tenacious.

THE HEADQUARTERS (H)

The Headquarters represent the primary enemy target. Each Headquarters is indicated by a luminous colored dome (red or yellow, blue or green). Occupy this hexagon with an infantry detachment to capture the Headquarters and win the game. On larger maps, leave at least two units near your Headquarters to keep your opponent from bringing his troops in with fast transports and capturing your Headquarters.

Sending troops towards the opponent's Headquarters may make the opponent remove units from the battlefield. You may sacrifice a few units, but this manœuvre will ease your task on other fronts.

The headquarters

THE FACTORIES (F)

The Factories, like the Headquarters, are already on the map. Two luminous domes indicate the factory loyalty. Like the Headquarters, the Factory is captured by infantry entering on the entrance hexagon.

All the units in a factory or a depot at the time of capture fall into the hands of the assailant. If both domes are grey, you can capture the factory by infantry landing on the top hexagon.

When you have a choice of invading one of several factories, consider the following factors before making your decision.
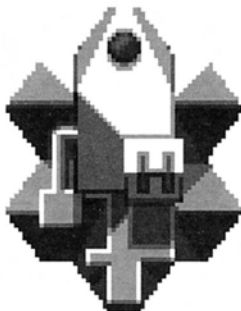
The factory

-choose the factory attainable with the least loss
-verify the units stored. Don't be tempted by the number of units available, instead, look at the quality of the units within the scope of your global strategy and the strength of your opponent's units. For example, it is not very wise to take a factory containing three anti-aircraft systems, if the opponent has no planes or helicopters.

THE DEPOTS (D)

Depots exist on some maps, but they can also be built using special units. In order to build a Depot, the ground must be clear: a Depot requires four hexagons and level grounds. Depot building sites on maps with uneven terrain are rare.

Start the action for the Depot builder the same way you start the attack action and possible depot building sites will be highlighted. A Depot construction unit builds one half of a depot at a time. You can either use two units working together or build the depot in two turns. After building a Depot, the construction unit does not have any more raw material to build additional depots. You can remedy this by sending the unit to be repaired in a factory or in your Headquarters.

A Depot you have built is yours immediatly, and does not need to be captured by your troops. Depots are supplied with energy during construction and can repair units. You cannot, however, produce new units in Depots. Aside from these differences, Depots and factories are governed by the same rules.

On some maps there will be existing depots that you have to capture. You can also take possession of enemy Factories and Depots by capturing them with your infantry.

On large maps, Depots represents important strategic bases which shorten supply time when set up near troops in combat.

Supplying Depots with energy is not essential. It is much more important to supply factories with the crystal energy source.

The depot

STRATEGIC USE OF BUILDINGS

As buildings are also bases, they make very important strategic targets which you must occupy rapidly. Even if a building is under your opponent's control, you must try to capture it. Only infantry can occupy buildings. It is therefore vital that you protect your infantry - without them you can not take opponent buildings and can't beat your opponent by capturing his headquarters. Plan carefully when risking an attack on an enemy building or unit.

In most cases, the opponent holding a building has the relative advantage of being able to repair his units on the scene. Being superior in numbers during an attack usually leads to success. The experience of your own units plays an important role in battle. A small number of units experienced in combat is usually more efficient than a large number of « fresh » units.

The geographic location of the building is important as well, since a building not accessible from every side is usually impregnable if well defended.

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SUPPLYING BUILDINGS WITH ENERGY

Repairing and producing units uses energy. This energy represents all the raw materials necessary to build or repair units. Most buildings will be supplied with energy at the start of each game. This energy will be used during the game to repair and replace units.

Energy crystals are present on any maps. Collect these energy crystals and supply your factories with them. To do so, move the crystals into a transport unit. When the transport unit enters a building, the crystals will be unloaded and put on the credit of the building. Each energy crystal is worth 50 units of energy. Keeping in mind that 50 units of energy can produce about four new units, you can see the importance of the crystals!

Typically, the crystals are found in difficult to reach the locations. You may need several turns before reaching them, which means that your transport unit could easily be intercepted before reaching its destination. Make sure that your opponent doesn't get any crystal, as the repairing of units begins a decisive phase in the game.

THE TERRAIN

The terrain is an important factor in Battle Isle. During the movement of units, a change in terrain can shorten or lenghten the range and mobility of units. Many of the land units move faster on clear land (ex: the road), while woods and mountains may present impassable obstacles.

Usually, the heavier a unit, the more limited its range and the more unlikely it is to pass through mountains.

The depth of water plays is an important factor for the naval units:
The larger and heavier a vessel, the more slowly it moves. The lighter a vessel, the longer its range. Like land units, the range of naval and air units will be highlighted in MOVEment phase. The terrain also plays an important role during the attack against the opponent. Units on the road are an easier target than units in the woods. The altitude can be decisive factor in the outcome of a battle: the unit which is positioned higher usually has the advantage.

COMBAT FORMATIONS

The middle unit is caught.

Although the strategic choices you make play a vital role in Battle Isle, the result of battles between enemy units remains a major element of the game. Above all, it is the combat formation which determines the positive or negative outcome of a battle.

For the following explanations, the « aggressor » is the attacking unit and the « defender » the target unit.
Combat formation is equally as important for the aggressor as for the defender.

For the aggressor it is advantageous to closely surround the defender with as many units as possible. Each additional unit increases the fighting value. On the other hand, this manoeuvre does not increase the fire power of long range units, which would be unfair to the defender. Such a formation is only successful in battles where the attack is between adjoining hexagons.

The defender should attempt to prevent his troops from being surrounded. It will not be easy for the aggressor to bring his units around and behind the defender's units. Each additional defensive unit increases the defensive value of the formation.

This function is called blocking: numerous units dispatched on one area to halt the progress of the aggressor.

During an attack using long range shooting units, blocking and surrounding are useless.

A weak unit should not be used to surround a more powerful unit. A transport unit, for example, will rarely damage a tank.

Even if you surround the defender from all sides, you have to attack with powerful units. The same is true for blocking. A unit with light armour will be damaged even if the battle takes place under ideal conditions.

The combat formation

THE EXPERIENCE SYSTEM

The quality of a unit depends not only on the fire power, the range, or the armament, but also on the experience gained by that unit in combat. Each time a unit is engaged in battle and succeeds in destroying at least one enemy unit.

The unit experience gained during battles is displayed on the status line (stars).

The more experience a unit has, the more dangerous that unit is to the opponent, as experience plays an important role in the outcome of a battle.

Try to gain sufficient experience with all your units. Don't attack powerful enemy units with weaker units of your own at the beginning of the game. In almost all cases, this will only help your opponent gain experience.

If you attack a seriously damaged opponent unit, try to use a unit powerful enough to completely destroy the enemy detachment. Your unit will then gain two additional experience points. As your accuracy improves with experience, your ability to dodge enemy fire improves also.

HOW TO GET IMMEDIATE INFORMATION

Battle Isle is such a complex game that it is hard to remember everything about your fighting units and the situation in general, and so we have provided a function for calling up information at any point in the game.

INFORMATION ON FIGHTING UNITS

Place the question mark on the unit and press RETURN. The screen will show full data on that unit. Below the unit ID, you will see all the important technical data :

1. Fire power and attack range against terrestrial targets.
2. Fire power and attack range against airborne target.
3. Fire power and attack range against marine target.
4. Radius of action over the best terrain.
5. Armour.

If you call up information on enemy units, you will get the message "ACCESS DENIED". You are denied access to information on these units.

Units information

GENERAL INFORMATION

If you wish to see the current status of the game, select the question mark with the cursor on any empty space between units. A set of figures appears on the screen, with the following meanings :

General information

1. ROUND : The number of orders executed since the game started.

2. LEVEL : Levels 0 to 15 concern maps which are only available in two player games. Numbers 16 to 31 are for maps used when you are playing against the computer.

3. MODE : Shows the central command post mode. You can only order your units to move if the word MOVE appears, otherwise, you must plan your attack and execute other action.

4. HIGH is an abbreviation for "Highest Rating", the highest score ever on the current map.

5. ACTUAL designates the actual score.

6. The main window shows the balance between forces between the players. You can compare the number of units, depots and factories between yourself and your adversary. The fighting units, depots and factories in the third column do not belong to anyone, they can be won by either player.

7. TURN shows the number of orders you have given.

8. LIMIT shows the maximum number of orders you can give.

PERFORMANCE ASSESSMENT

When you have been playing Battle Isle for some time, you will be less interested in the outcome of any particular battle than in your score. This is why there is a list of best players for each map. We shall describe the performance evaluation system to help you blow the roof !

The best score is based on the defence values of all the units on the map. This is shown in the General Information. The score drops when a friendly or enemy troop disappears. Counting the total number of units in this way means that your final score will drop if you win by destroying all the enemy units, but on the other hand, you will earn supplementary points.

This is how points are calculated :

* **All units destroyed**   **+500 points**
* **With hidden inventories**   **+100 points**
* **Not more than 4 orders**   **points × 4**
* **Not more than 8 orders**   **points × 3**
* **Not more than 16 orders**   **points × 2**
* **Maximum score**   **32,500 points**

GENERAL STRATEGY

There are two important factors which will decide whether you succeed or fail. One is your overall strategy, the other is your attitude within the combat space. "Overall strategy" means the whole set of buildings you take. You must consider your losses sustained in taking a building and the time you took it. These criteria are weighted by the contents of the building and its tactical position. For example, your priority must be to take a well equipped building where your losses will be minimum. When choosing depots to attack, consider the units in them and the energy reserves.

Although buildings are large and important targets, your success will depend on the small battles. Your inferiority or superiority will depend on the positions of your units. The offensive or defensive strength of your group of units may be considerably increased if you can make the best use of the terrain.

Here are a few golden rules :

1. Be careful of streets and flat, open ground. Your attacking strength will be greater but you will not be able to defend yourself effectively.

2. Try to have inaccessible ground on both sides of your line of attack and in your rear so that you cannot be surrounded.

3. Try to have all the buildings for repairing buildings near you.

4. Put your heavy battle tanks and units in the front line, because they have good defensive capacity. Deploy anti-aircraft guns to guard against air attack.

5. The second line should have your long range armaments. If you do not have enough units, use the long range units which can move over rough ground.

6. In the third line, deploy the very long range armaments such as artillery and SAM missiles.

7. Keep long range transport with a high carrying capacity in reserve. In desperate situations, you will be able to retreat with your remaining units.

You must try to use the element of surprise whenever you can in battle. As soon as the enemy has guessed what you are up to, he will have the advantage.

EPILOGUE

If you follow this tactical, strategic and general advice, you should soon become a first-class strategist. If you win too easily agains the computer, try to make the highest score. An extra disk will soon be available, to extend the scope of the game.

Thank you for choosing Battle Isle and spending time on playing it. It took seven people two years to write. If you enjoy the game, we shall be encouraged to try harder in the future.

Looking forward to meeting you with our next game.

GLOSSARY

ATTACK MODE : The player can only give attack orders to his units, but he can repair his units and produce others.

BLOCKS : These are defensive positions which increase the player's defensive strength during attacks.

CURSOR : The cursor normally shows the position of the next letter on the screen, but in Battle Isle, it is a control instrument with which all the functions can be executed. It is like the mouse arrow, except that you move it with the joystick or keyboard.

DEPOT : This is a logistic depot where you can repair your fighting units.

UNIT : A group of up to six vehicles of the same type, represented by a single symbol on the tactical map.

FACTORY : Buildings where your fighting units can be repaired or built.

BATTLE : A battle between opposing units.

HEADQUARTERS : A player's most important building. All units can be repaired at the Headquarters.

INVENTORY : A player's full inventory of installations and equipment. You can call up the contents of a building or transport.

HIGH START : An attacking position which considerably improves the units offensive strength.

MOVE MODE : When in this mode, the player can only move his units.

RATING : On completion of a game, the winner's score reflects how well he played the game. The top four scores on each map are saved.

RADIUS OF ACTION/RANGE : The maximum distance which an unit can cover over "ideal terrain."

TACTICAL OVERVIEW : This shows a cross section through the whole map, with all special features of the terrain. Each hexagon represents one type of terrain.

ATTACK RANGE : The maximum distance, beyond which the unit cannot attack.

STORE : See Inventory.

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